

Host a Fin-tastic Friendship Festival!

Liz Kessler's Emily Windsnap and Philippa Fisher series are all about friendship! To honor these books and celebrate friendship, host a Fin-tastic Friendship Festival at your store, school, or library!

- * Create and Exchange Friendship Pebbles.
- * Create a friendship quilt for Shona and Emily and for you and your best friend.
- * Make a paper daisy chain.
- * Have an underwater poetry recital.
- * Fill out a wish voucher.
- * Play a friendly game of Emily Windsnap Bingo.

- * Predict the future like Mystic Millie with an origami fortune-teller!
- * Crack a secret code to reveal a message from Philippa.
- * Take a quiz to see which Emily Windsnap character you are most like.
- * Solve the tangram puzzles from Emily Windsnap.

Friendship Pebbles

You will need:

- * nail polish
- * acrylic paints
- * paintbrushes

Swapping friendship tokens is the perfect way to show your best friend how important she is to you! Look on the beach, in the park, or in your backyard for the prettiest and smoothest pebbles you can find. Paint and decorate your pebbles. When you are finished, it's time to swap!

Try to decorate your pebbles in similar ways so that they make a pair! Paint them with a similar pattern, or paint one picture across both pebbles so that you each have half of it! You could even write a big *B* on one and a big *F* on the other so you'll have *BF* for *Best Friends*. Turn to page 6 in *Emily Windsnap's Fin-tastic Friendship Book* for more suggestions!

Friendship Quilt

You will need:

- * 9 square pieces of paper, all the same size
- * Colored pencils, markers, or crayons
- * Scissors
- * Tape

To celebrate friendship, create a quilt with your best friend using nine blocks of paper.

On some of the quilt blocks, you and your friend will work together. On others, you will work by yourself and then show your work to your friend. When all the blocks are finished, tape them as shown below to form your friendship quilt!

Block 1 – Working together, draw or write about how you and your best friend met.

Blocks 2 and 3 – Each take one block and draw a picture of your best friend.

Block 4 – Work together to make a list of your favorite things to do together.

Blocks 5 and 6 – Each take one block and describe your friend's best qualities.

Blocks 7 and 8 – Each take one block. One of you draw a picture of Emily Windsnap, and the other draw a picture of Shona Silkfin.

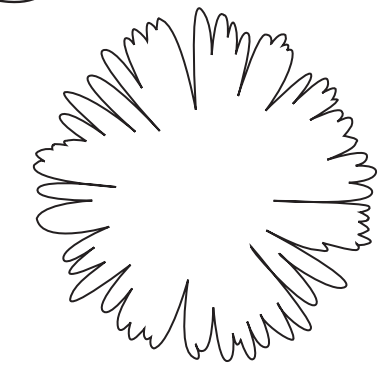
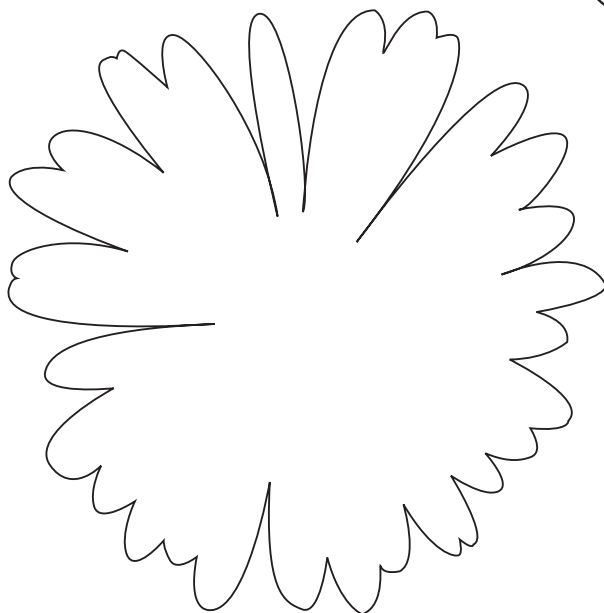
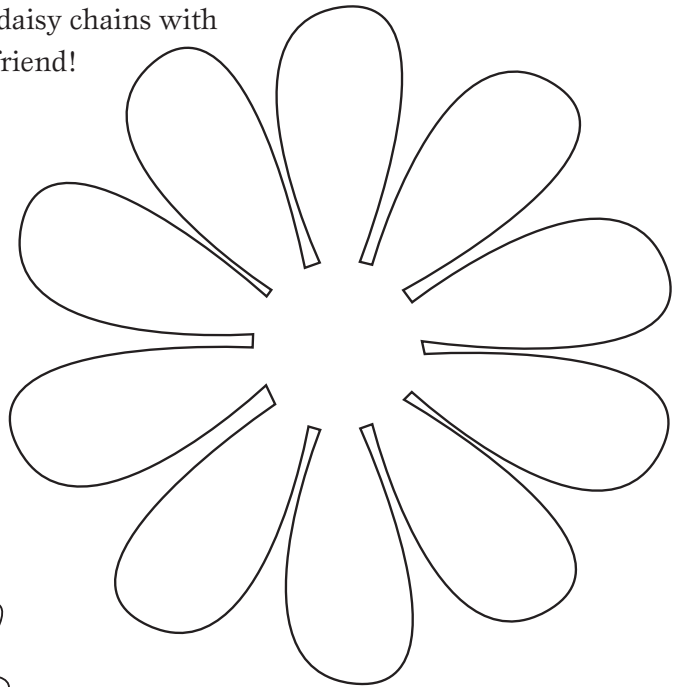
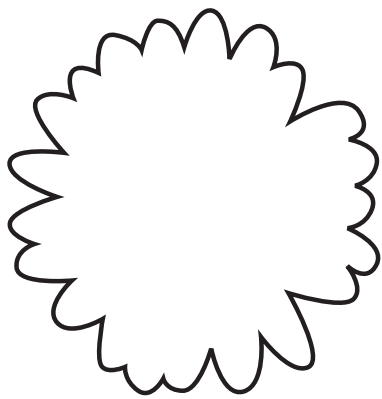
Block 9 – Working together, draw or write one lesson about friendship you have learned from Emily and Shona.

<i>Block 1</i>	<i>Block 2</i>	<i>Block 3</i>
<i>Block 4</i>	<i>Block 5</i>	<i>Block 6</i>
<i>Block 7</i>	<i>Block 8</i>	<i>Block 9</i>

Make a Daisy Chain for Your Best Friend!

In *Philippa Fisher's Fairy Godsister*, Philippa and her best friend, Charlotte, make friendship necklaces out of daisies as a symbol of their friendship. You can make one out of paper and exchange it with your best friend too!

- * Cut out several daisies.
- * Color them.
- * Punch a hole in the center of each daisy.
- * Thread the green yarn through the holes to string your daisies together.
- * Tie a knot to make a necklace.
- * Exchange daisy chains with your best friend!





Underwater Poetry Recital!

In Emily Windsnap's *Fin-tastic Friendship Book*, there are four famous poems about mermaids (pages 82–85). Put on a poetry recital by choosing from the following activities:

Choral Recitation

Everyone recites the same poem at the same time in unison.

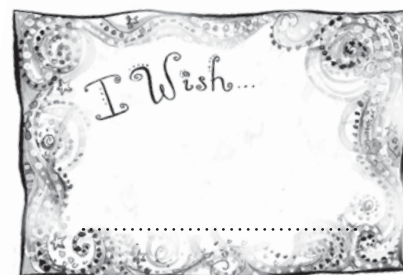
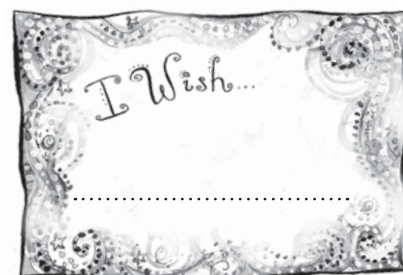
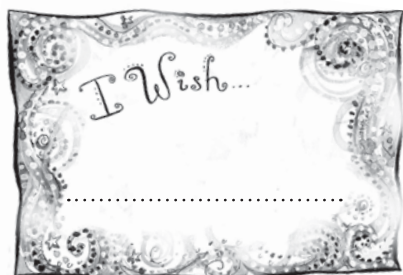
Line Toss

Give each person a copy of the poem and split into two equal lines, facing each other. One group is responsible for the odd lines (1, 3, 5 . . .) and the other is responsible for the even lines (2, 4, 6 . . .). Groups “toss” their lines back and forth in a choral reading.

Readings with tableaux vivant (living pictures)

As a group, choose the underwater poem that you like the most. Read the poem together and make sure that everyone understands what is happening in the poem. Divide the group into readers and actors. The readers will read the poem aloud, and the actors will freeze into a living picture of 3–4 actions/events described in the poem. For example, in the Tennyson poem “The Mermaid,” for the lines, “Who would be / A mermaid fair, / Singing alone, / Combing her hair,” an actor could pose as a mermaid combing her hair to illustrate what the reader is describing.

Philippa is granted three wishes by her fairy godsister. What would you do with three wishes? Remember to be careful what you wish for!



Emily Bingo Instructions:

Each participant needs one BINGO card. Using the list at the top of the card, write one answer in each box in any order you wish. The more mixed up, the better!

When everyone has filled in a BINGO card, it is time to play. The game leader should read the clues aloud one at a time. Make sure not to read the answers provided in parentheses out loud! The participants look

for the answer to each clue on their cards and place a mark of some kind (such as a penny, or just an X) over it. The first person to have five marks in a row (diagonally, vertically, or horizontally) wins, provided he or she has identified the correct answers for each clue. To check, reread the clues and ask the player to provide the answer for each.

Questions:

- * What is the name of Emily Windsnap's first houseboat? (*King of the Sea*)
- * Who is Emily Windsnap's best friend? (*Shona*)
- * What is the name of Emily's babysitter who likes to predict the future? (*Mystic Millie*)
- * What monster from the deep do Emily and Shona awaken? (*Kraken*)
- * What is the name of the castle in the mist? (*Half Light*)
- * What is the name of Emily's human school? (*Brightport*)
- * What school does Shona attend in the first book, *The Tail of Emily Windsnap*? (*Shiprock School*)
- * Who is the ruler of the sea? (*Neptune*)
- * What job does Emily's father do? (*Poet*)
- * What is one of Emily's favorite classes? (*Shipwreck Studies*)
- * What is Shona's favorite expression? (*Swishy*)
- * What is Shona's favorite class? (*Beauty and Deportment*)
- * Who erases Emily's mother's memory? (*Mr. Beeston*)
- * What is the name of the island where people and mermaids live peacefully together? (*Allpoints*)
- * What is Emily's favorite expression? (*Wicked*)
- * Who is Emily Windsnap's human classmate who makes fun of her? (*Mandy*)
- * What is Emily's father's name? (*Jake*)
- * What is Shona's last name? (*Silkfin*)
- * What does Mr. Beeston use to clear people's memories? (*Doughnuts*)
- * What does Shona want to be when she grows up? (*Siren*)
- * What pulls Neptune's chariot? (*Dolphins*)
- * What was the name of Neptune's bride? (*Aurora*)
- * What stones do the wedding rings of Neptune and his bride contain? (*Diamond and pearl*)
- * What birds lead Emily to the second ring? (*Starlings*)

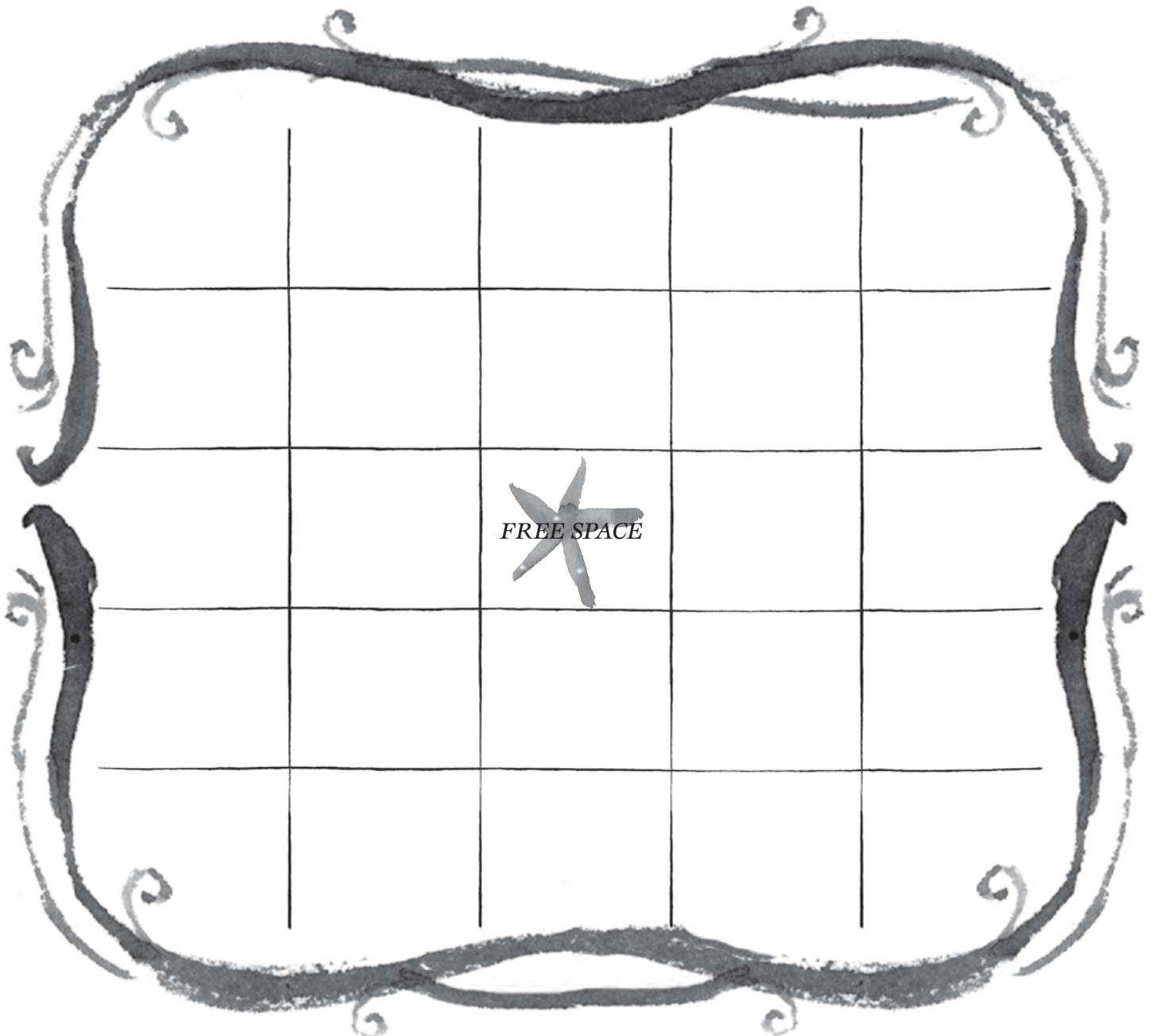


Answer Bank

Allpoints
Aurora
Beauty and Deportment
Brightport
Diamond and Pearl
Dolphins
Doughnuts
Half Light

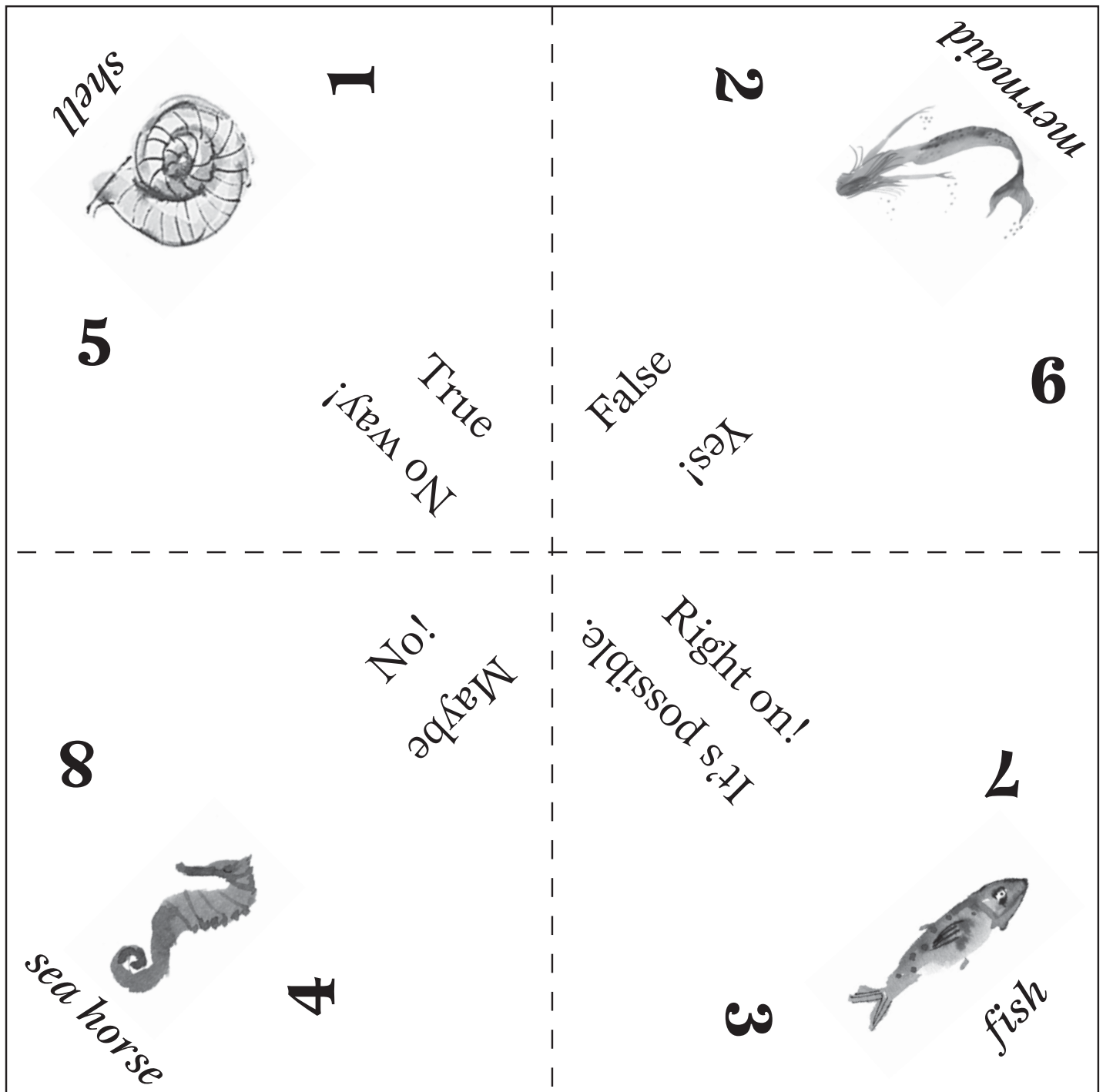
Jake
King of the Sea
Kraken
Mandy
Mr. Beeston
Mystic Millie
Neptune
Poet

Shiprock School
Shipwreck Studies
Shona
Silkfin
Siren
Starlings
Swishy
Wicked



Emily Windsnap Origami Fortune-teller

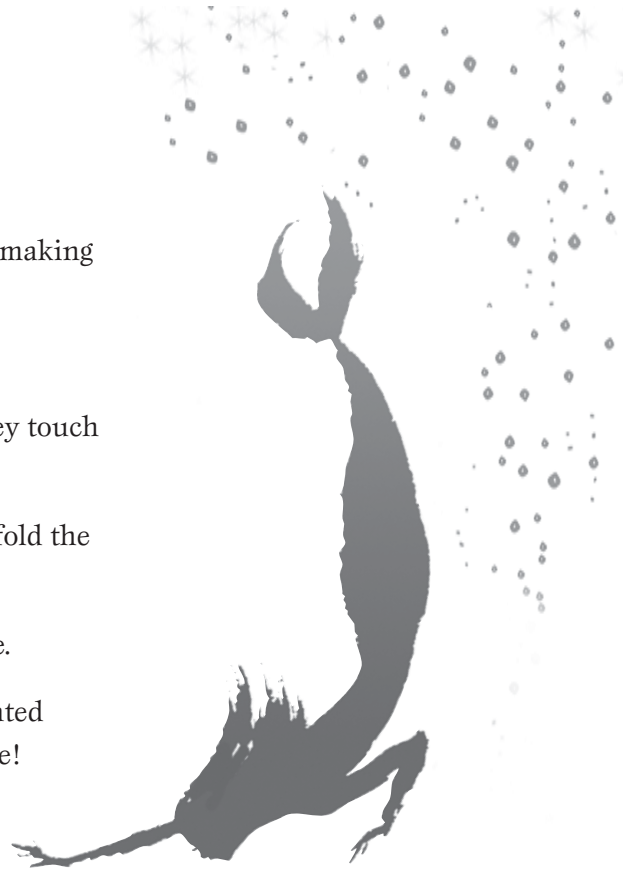
Mystic Millie likes to tell people's fortunes. Use this fortune-teller at the Fintastic Friendship Festival to predict your friends' futures! Turn to the next page for instructions on how to put together and use your fortune-teller!



Fortune-teller Instructions

To put together your fortune-teller:

- * Cut out the fortune-teller from the previous page.
- * Fold it in half along one of the dotted lines and unfold it again, making a crease.
- * Fold it in half along the other dotted line and unfold it again.
- * Flip it over so it's facedown and fold the corners together so they touch in the middle, using the creases to help you.
- * Leaving the corners folded in, flip your fortune-teller over and fold the corners to meet in the middle.
- * Fold your fortune-teller in half, with the pictures on the outside.
- * Gently push your thumbs and pointer fingers into the flaps created underneath the pictures. Now your fortune-teller is ready to use!



To use your fortune-teller to predict the future:

- * You will need one person to hold the fortune-teller and be the predictor and another person to be the questioner.
- * Have the questioner concentrate and ask a yes or no question (silently or out loud).
- * The questioner chooses a picture on the fortune-teller (mermaid, fish, seahorse, or shell) and tells it to the predictor.
- * The predictor spells the word out loud, opening and closing the fortune-teller in opposite directions with each letter.
- * When the predictor is done, the questioner looks inside the fortune-teller and picks a number.
- * The predictor opens and closes the fortune-teller in opposite directions as many times as the number that was chosen.
- * The questioner looks inside the fortune-teller again and picks a number. The predictor opens the flap and reads the answer out loud.
- * Be sure to switch roles so you both get to ask questions and predict the answers!



Be a Code Cracker!

Answer the questions from *Philippa Fisher's Fairy Godsister* to solve the secret message from Philippa!



Who is Philippa's best friend who moves away to live on a farm?

1 2



What kind of flower does Philippa's fairy godsister arrive as at the beginning of the story?

 3



What is Philippa's favorite place to hang out? (2 words)

4 5 6 7



What magical device does Philippa's fairy godsister use to communicate with Above The Clouds (ATC)?

8 9 10



What does Philippa receive three vouchers for from her fairy godsister, until Trisha steals one?

11



Who are the pair of best friends Philippa goes to school with who break the voucher code for Trisha?

 12 13 *and*



What is Philippa's last name?

14 15



Fill in the blanks with the letters from above to solve the puzzle and find out Philippa's message to you!

4 5 12 2 1 6 9 13 10 2
1 7 8 2 15 14 5 7 8
11 3 4 6 3 13 !



Charlote
 daisy
 tree house
 MagiCell
 wishes
 Lauren/Beth
 Fisher
 True change
 comes from
 within!

Code Answers

Emily Windsnap Character Connections

Answer the following questions to find out
which Emily Windsnap character you are
most like!

1. When it comes to the water, you . . .

A. like to swim, but don't mind
being on land!

B. would spend all of you time
swimming if you could. You
might as well be a fish!

2. If someone asked you to be a part of forbidden adventure, you would . . .

A. leap (or swim) at the chance!
You cannot resist the
temptation of forbidden
adventures!

B. follow if you had to, but only
because your best friend was
leading the way.

3. If you went to mermaid school, your favorite subject would be . . .

A. Shipwreck Studies

B. Beauty and Deportment

4. If something cool happened, you would probably describe it as . . .

A. wicked!

B. swishy!

5. In school you . . .

A. do a good job, but don't
like to answer ALL of
the questions.

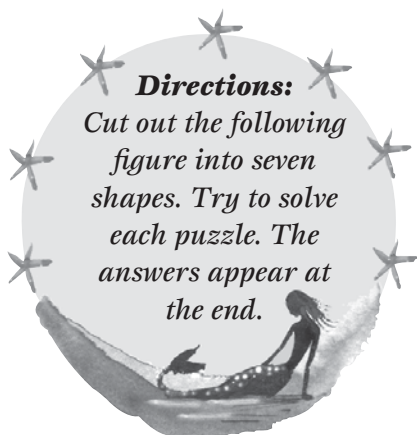
B. love to study, do homework,
and answer questions
in class.

Which character are you
like? Add up your A's
and B's and look to the
right to find out!



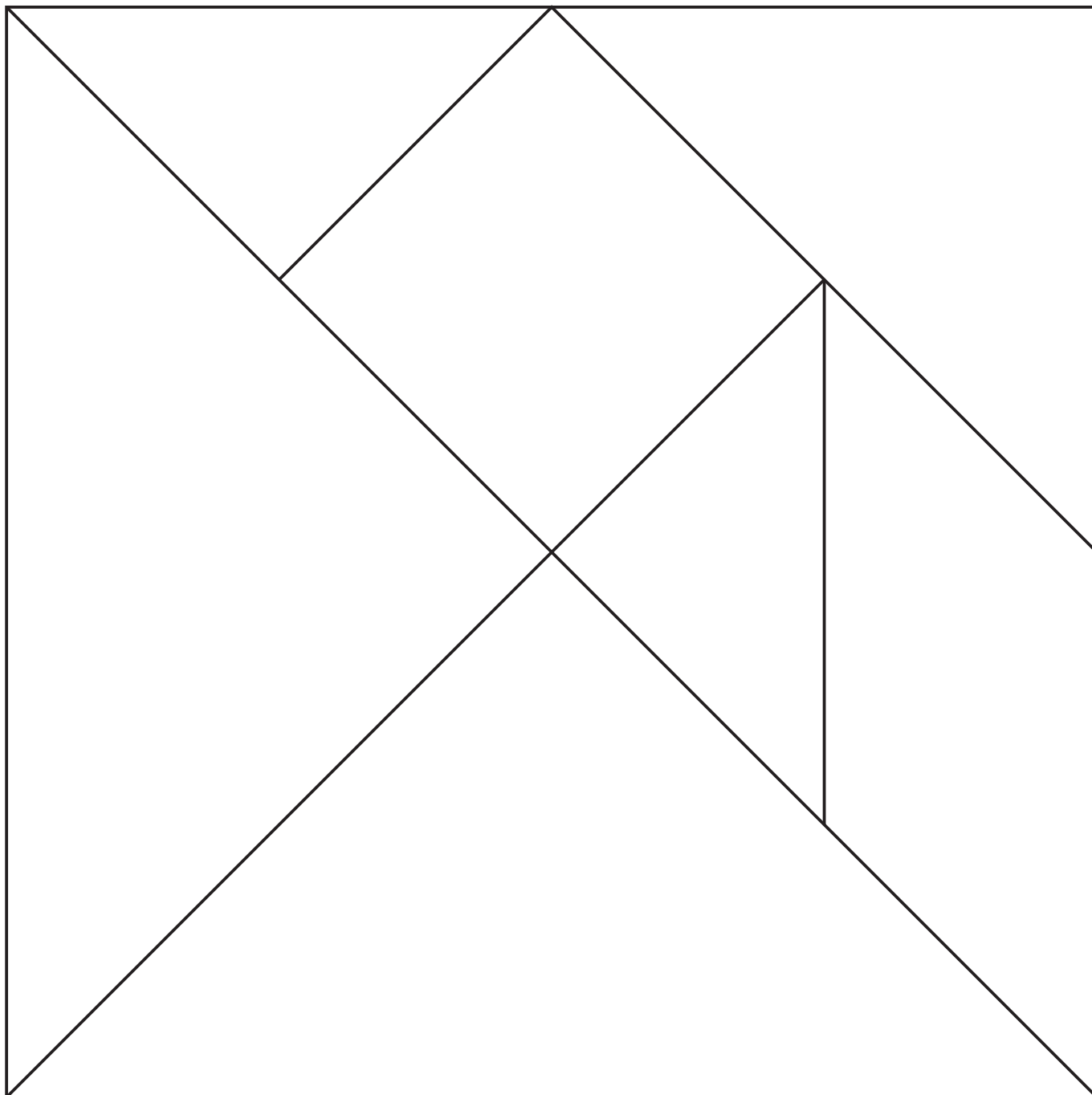
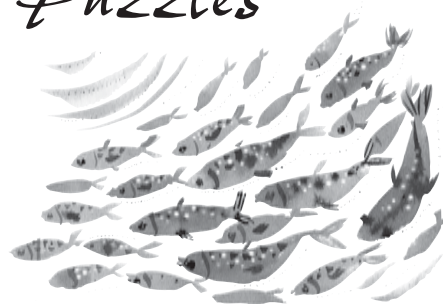
Mostly A's
You are most like Emily!
Emily is adventurous and independent.
Even though you may get into trouble for
your curiosity from time to time, you are
still a fun-tastic friend!
Mostly B's
You are most like Shona!
Shona is courageous, loyal, and smart! Most
of all, she is a true friend, swimming by
Emily from the beginning.

Quiz Answers



Emily Windsnap Tangram Puzzles

A tangram is an ancient Chinese puzzle. Using the shapes below, try to solve the tangram puzzles from Emily's underwater world!



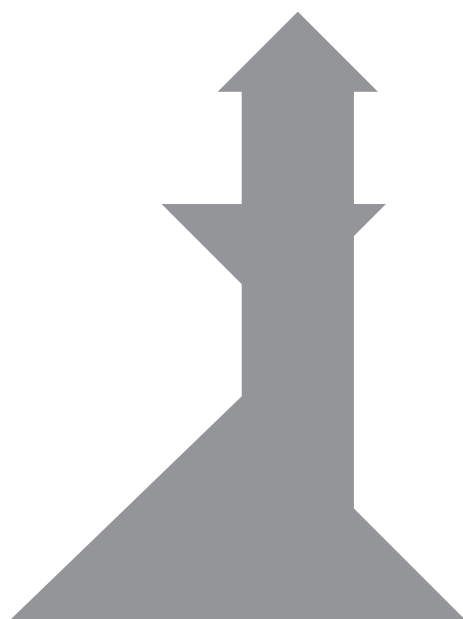
Puzzles



Puzzle #1: Emily's houseboat, *The King of the Sea*



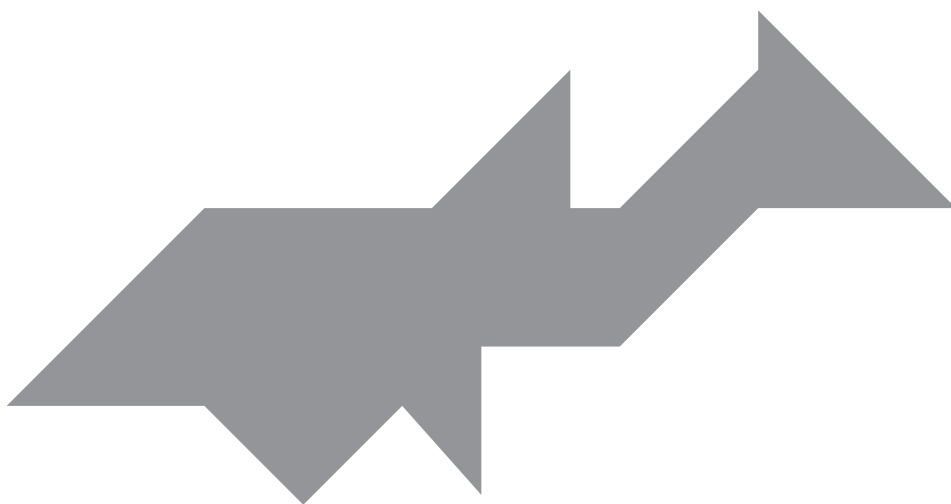
Puzzle #2: Half Light Castle



Puzzle #3: The mermaid



Puzzle #4: The shark



Puzzle #5: Fish



Solutions

